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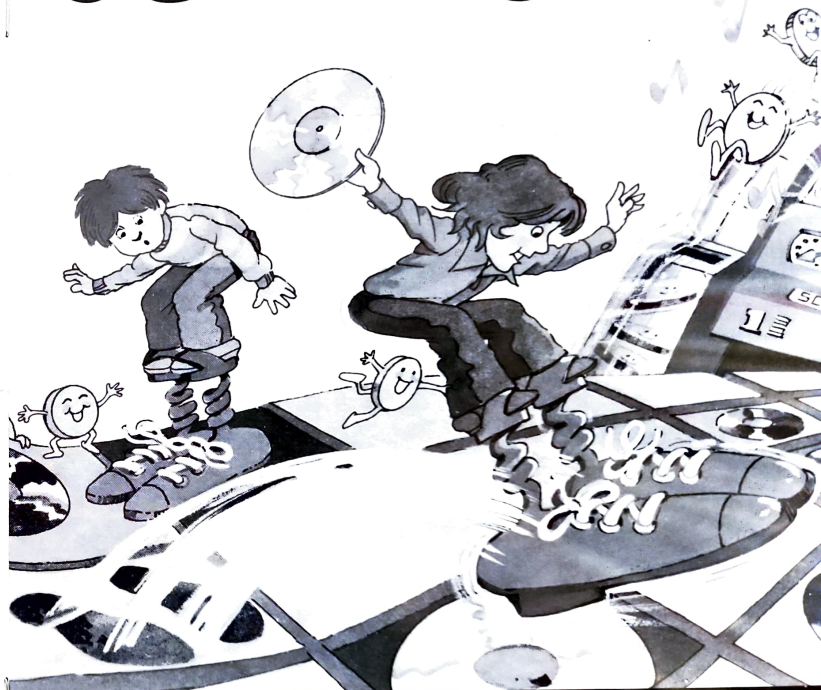
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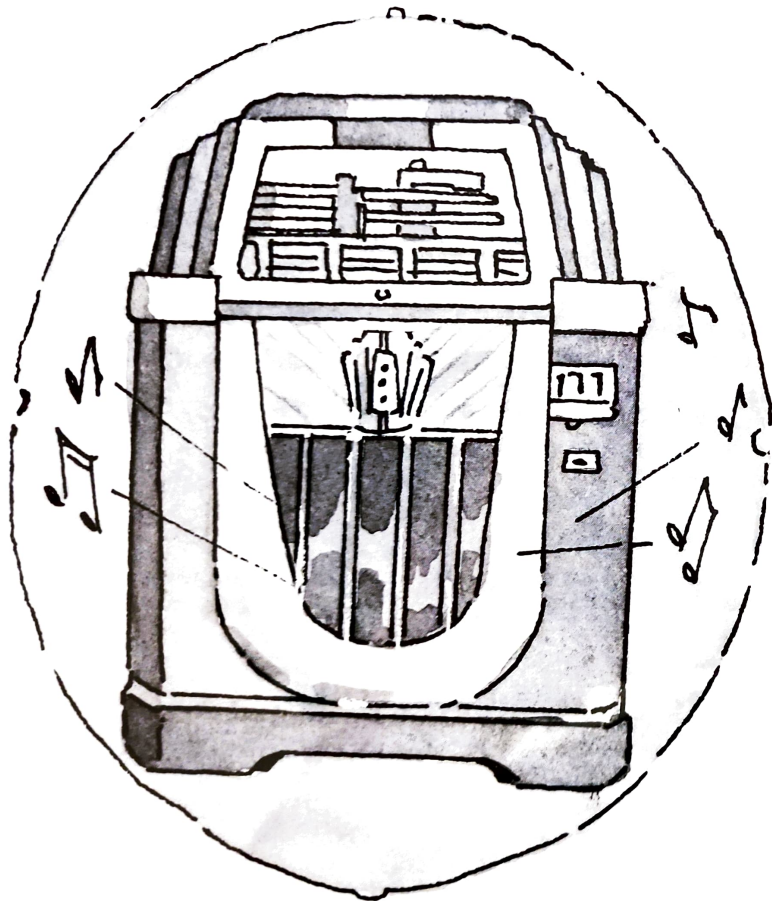
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# JUKEBOX™



**SPINNAKER™**  
We make learning fun.



## **PUT ON YOUR DANCING SHOES**



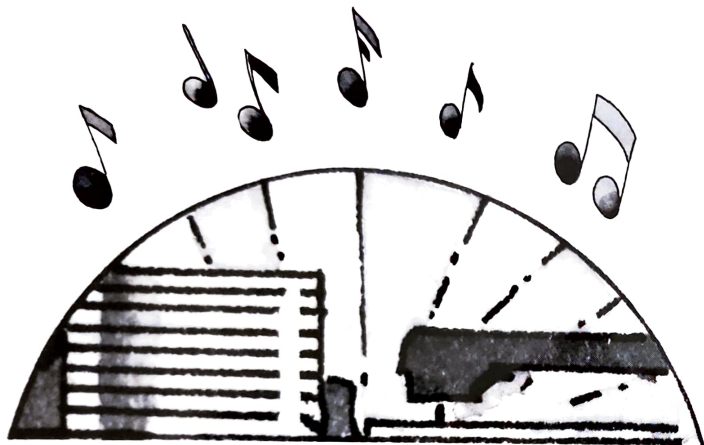
JUKEBOX is a musical strategy game that's kind of a cross between a chess match and a dance contest.

During the game the jukebox plays lots of terrific songs—songs so good you never want them to stop. But to keep the music playing, you've got to create gold records. Use your dancing shoes to jump from square to square, creating hit records as you go.

The more gold records you get, the more coins you earn. Use the coins to keep the music bopping and the game from stopping.

And not only is JUKEBOX fun to play, it's also a challenging learning game. By studying the size and configuration of records, players develop strategies to avoid being trapped. Memory and concentration skills are tested as players plan their moves from square to square. And by recognizing patterns, players sharpen their prediction skills.

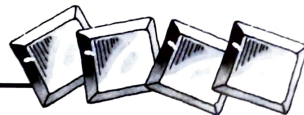
All together, JUKEBOX is an exciting challenge with plenty of fun for young and old alike.



#### INSIDE THIS BOOK...

You'll find complete game instructions plus a jazzed-up history of the Jukebox Era. What did people do for fun in the 1920's? Why did people paint their legs in the Forties? And what did kids do when they got together to "Gronk" in the Sixties? You'll find the answers to these questions in this booklet—and you'll also find neat activities from the past that are still fun today.

## **GAME PLAY**



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## **BLASTS FROM THE PAST A SCRAPBOOK OF JUKEBOX FUN**



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## GAME PLAY

### GETTING READY TO PLAY

Atari® and Commodore 64™ Computers:

1. Turn off the computer.
2. For one player, plug the joystick into port 1.  
For two players, plug joysticks into ports 1 and 2.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 Computer, place the cartridge in the left hand slot.)
4. Turn the computer on. (Note: turn off the computer before removing the cartridge.)

### JUKEBOX INSTRUCTIONS

#### THE OBJECT OF THE GAME:

Turn records into hits by moving animated shoes onto the right flashing gold square at the right time. When you make a gold record, you win a gold coin which can be used to buy more time on the dance floor. Since your score is measured by the number of gold coins you have at the end of the game, create as many gold records as possible in the least amount of time.

#### PLAYING THE GAME:

Using the Joystick:

1. Move your joystick to point your shoes in the direction you want to go. (You may move diagonally.)



2. Press the joystick button to jump to the next square.

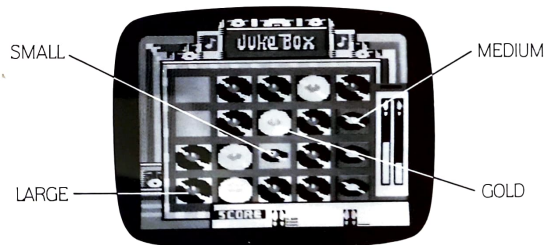
Note: In two-player games, you must alternate jumps. Your shoes will flash when it is your turn. Coordinate your steps or you lose time.

#### MAKING RECORDS:

When you dance onto an empty square, a small record appears. Each time your shoes land on a record it grows larger. Records will grow from small to medium to large and, in some cases, to gold.

When you jump onto a record that has reached its largest size, it disappears unless it is in a flashing square. Then it becomes a gold record.

Shoes can only jump onto a record that is the same size or smaller than the one they jump from. Shoes cannot jump onto a larger record. So look before you leap.



### One-Player Game:

If all the records around you are larger than the one you are on, you become trapped and the game ends.

### Two-Player Game:

If you become trapped, your record will grow larger each time your opponent moves. Your record increases in size until you can move again.

### GOLD RECORDS:

Records in flashing squares turn gold when you make them reach their largest size. Gold records stay on the screen until the end of the game.

Whenever one record turns gold, an empty square will start flashing — another chance to make a gold hit. Make sure to leave empty squares so that flashing gold squares can appear.

In a two-player game, if there are no flashing gold squares, one player needs to create an empty square. Jump onto a large record that is not in a flashing square. An empty square will appear and start flashing.

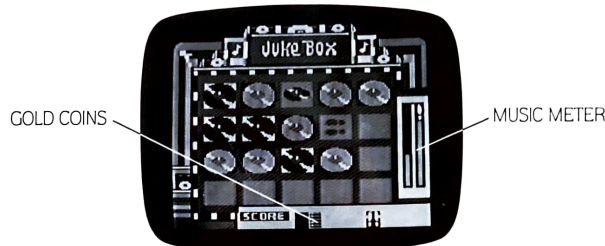
### GOLD COINS AND THE MUSIC METER:

When you make a record turn gold, you win a gold coin.

Try to win as many gold coins as you can — without getting trapped.

A music meter at the right of the screen times your moves.

When you run out of time the jukebox will automatically take one of your coins to buy more playing time. If you run out of time and coins the game ends.



### OPTIONS:

To play again:

Press **RETURN** or **f1** on Commodore.

Press **START** on Atari.

To change the number of players:

Press **f3** on Commodore.

Press **OPTION** on Atari.

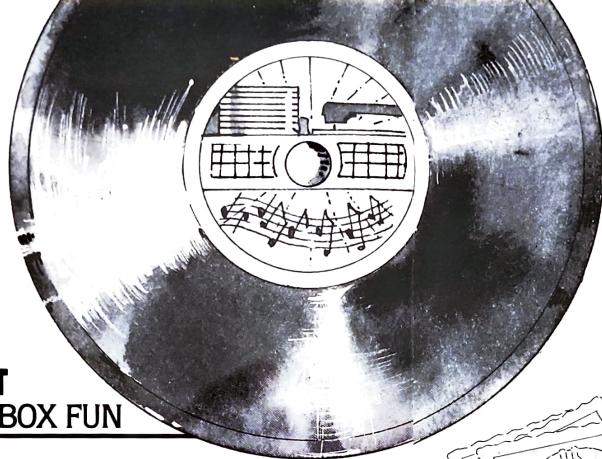
To pause during the game:

Press **f7** on Commodore;

press **f7** again to continue.

Press the **space bar** on Atari;

press the **space bar** again to continue.



## BLASTS FROM THE PAST A SCRAPBOOK OF JUKEBOX FUN

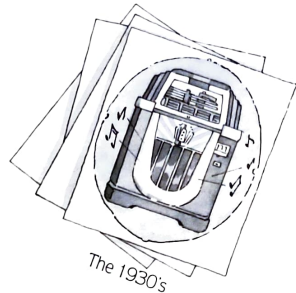
At the beginning of this century an amazing machine appeared in America. This new fun maker was the jukebox, a machine that could sound just like a live band. It could fill a hamburger joint, a soda shop, or a diner with lively music—all for just a few pennies.

Jukebox songs became the background rhythms of our century. They provided the beat that kept people jumping and thinking up new ways to have fun.

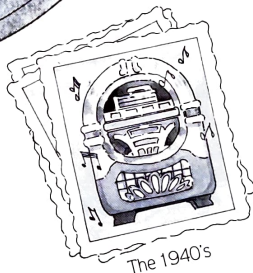
Let's look through history and find out what's on the record. We'll see some of the astounding things people have done during the Jukebox Era.



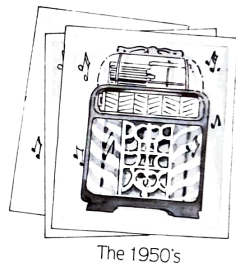
The 1920's



The 1930's



The 1940's



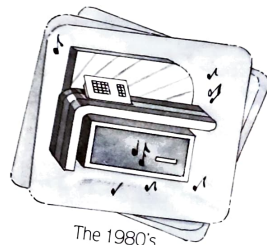
The 1950's



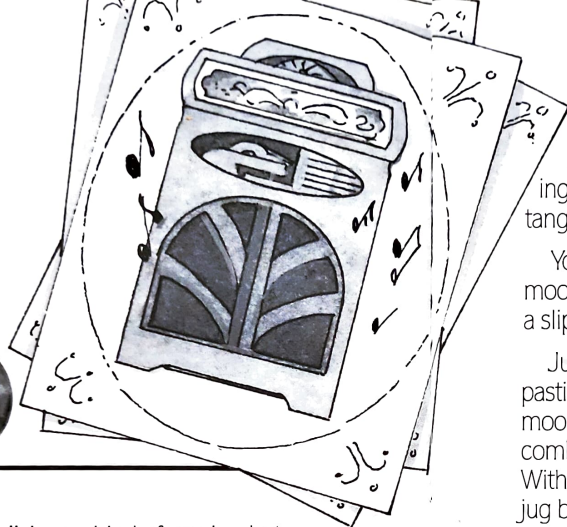
The 1960's



The 1970's



The 1980's



People called this "the Jazz Age." A new kind of music—hot, rhythmic, syncopated—had Americans snapping their fingers to the beat. Hit tunes played on the newfangled jukeboxes: good-time songs like "We're in the Money" and nonsense ditties like "Yes We Have No Bananas." These upbeat sounds reflected the peppy pace of life in the Roaring Twenties.



Flappers and sheiks were the teenagers of the 20s. They wore beaded dresses and raccoon coats.

Young people shocked adults with wild dances like the Tango, the Lindy and the Charleston. One newspaper blamed the Charleston when a dance hall floor collapsed.

Alvin "Shipwreck" Kelley ate, drank, slept and shaved on top of a flagpole for 23 days and 7 hours.

People went wild over marathons for just about anything: dancing, talking, eating, and kissing. In one dance marathon, couples tangoed cheek-to-cheek from Santa Monica to Los Angeles.

Young lovers crooned a tune in June by the light of the silvery moon, while strumming a ukulele or drinking champagne from a slipper.

Jug band music swept across America and became a national pastime. People played homemade music with clay jugs that held moonshine liquor. They added twangy instruments made out of old combs, pots and kazoos. Jugging is still a fun way to make music. With a few friends and some practice, you can make your own jug band.



## HOW TO MAKE JUG MUSIC



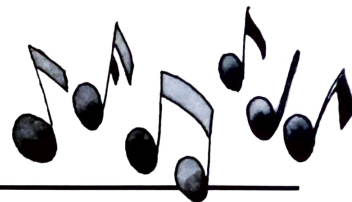
What you'll need:

Any bottle with a skinny neck and mouth will make jug music. Ketchup bottles, big soda bottles, or gallon-sized apple juice jars all work. Different sizes and shapes make different sounds. Try a few.

How to do it:

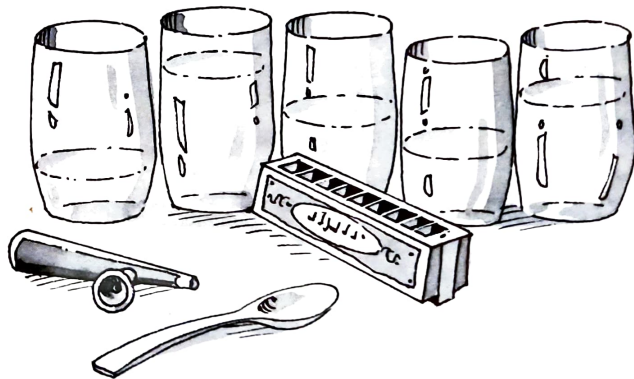
1. Hold the bottle so it touches your lips.
2. Pucker up. Press your bottom lip even with the top of the bottle.
3. Stick your upper lip a bit over the top.
4. Blow softly across the bottle.
5. Adjust your lips until you get a nice deep tone. With a little practice you will be able to make any bottle hoot.
6. Fill the bottle with different levels of water to change the note. Experiment a bit. Fill your bottle full and then slowly empty it until you find the tone you want.

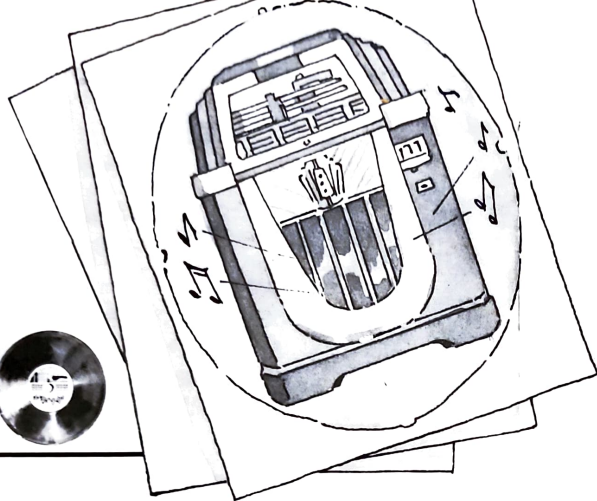
## STRIKE UP A JUG BAND



Jugs are great for bass notes, but you'll need some more instruments to make music. Get a few friends to help with the fine tuning. A harmonica, a kazoo and a piano all work nicely.

Make your own water-glass piano. Use a set of glasses filled with different levels of water. Tap the glasses with a spoon. Each glass will make a different note. A potluck set of drums will give your band a great beat.





During the Depression money was scarce. But people still spent money listening to jukeboxes. Some Depression era hits were hopeful: "Happy Days Are Here Again." Some were serious: "Brother, Can You Spare a Dime?" And some were simply silly: "Flat Foot Floogy with a Floy Floy." They all helped people enjoy life when times were tough.



The Jitterbug, an athletic new dance, whirled through American dance halls. Jitterbuggers created their own language. They called each other "hepcats" and their dancing was "cuttin' the rug."

During a Florida dance marathon one couple danced without stopping for 3,600 hours. That's over 21 weeks. Their grand prize was eighty dollars, which meant they earned about a penny an hour.

One hepcat swallowed 210 goldfish. Even the Society for the Prevention of Goldfish Eating couldn't stop him. He started a food chain reaction. People gobbled beetles, ate angleworms, and even chewed phonograph records.

Most people found saner ways of escaping the Depression. They turned to pastimes that let them dream – like Monopoly, the board game that lets you own a city. "Passing Go" was America's most popular indoor sport.

Comic books became best-sellers. Buck Rogers, Flash Gordon, and Little Orphan Annie all showed readers that they could overcome bad times and bad guys.

The most popular escape of all came from the radio, a long distance cousin of the jukebox. Instead of watching TV, kids rushed home after school to listen to the adventures of Little Orphan Annie. Sixty million listeners used to tune in to find out with the Shadow, "what evil lurks in the hearts of men."

The radio wasn't much to look at, but it was a lot of fun to hear. Programs like the Lone Ranger told their stories through exciting sound effects. People always laughed at the awful crash when Fibber McGee opened the door to his famous closet.

Sound effects are still fun to make. With a tape recorder you can start a sound effects collection that will amuse your family and amaze your friends.

## MAKE YOUR OWN RADIO SHOW WITH SOUND EFFECTS!

**CRUNCH**  
**BUZZ**  
**TAP WHOOSH**

Here are some sound effects you might try recording:

A **LIGHT RAIN**: Blow up a paper bag. Then pour birdseed over it in a continuous stream.

A **DOWNPOUR**: Spray water into a metal bucket.

**THUNDER**: Rattle a thin sheet of metal.

A **MOUNTAIN STREAM**: Run water from a tap.

**WIND**: Blow into the microphone. Blow hard for a real wind storm.

**WIND IN THE TREES**: Shake a tangled bundle of paper ribbons.

A **CRASH**: Roll rocks and metal cans around in a garbage can.

A **PUNCH**: Hit a pillow with your fist.

A **BICYCLE**: Use the buzz of a hand eggbeater.

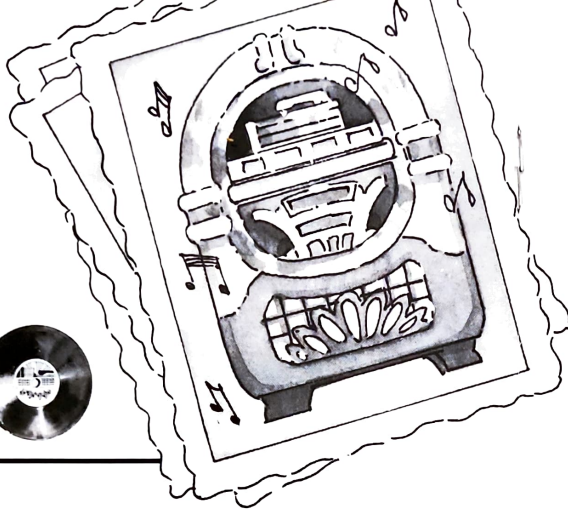
A **HORSE GALLOPING**: Strike two halves of a coconut on a table in a galloping rhythm.

A **JET PLANE**: Record the sound of a vacuum cleaner or a hair dryer.

When you've gathered enough sound effects, try making up an exciting, spooky or just plain silly radio play to record.

**CRASH**  
**THUD**  
**WHOOSH**  
**BUZZ**  
**CRACK**  
**CRUNCH**  
**CRUNCH**  
**TAP TAP TAP**  
**DING DING DONG**

# 1940



The world went to war in this decade. Food, clothing and luxuries were hard to come by because the nation needed its goods for the war effort. But even in wartime, people found ways to enjoy life. Frank Sinatra crooned on the jukebox, and young women moaned and sighed and sometimes screamed when they heard Frankie's melodic voice.



America's silk went to make parachutes, so women wore paint-on stockings. They smeared make-up on their legs and drew on seams with eyebrow pencils.

Rosie the Riveter was the heroine of the 40's. She was the symbol of the strong, independent woman who could build battleships, raise a family, and still keep her spirits high.

Dick Tracy battled the bad guys in the comic books.

The word "teenager" was invented in the 1940's to describe a stage in life marked by a passionate love of Frankie, the jitterbug, bobby sox and jingle bells tied to saddle oxfords.

As soon as the war was over, sugar rationing ended and teenagers went on an all-out ice cream binge. Soda fountains became popular teenage hangouts. Of course, any self-respecting soda shop made room for our friend the jukebox.

Bubble gum burst onto the scene in 1947. Kids had bubble-gum-blowing contests. When the price of gum rose from 1 cent to 2 cents, teens organized protest rallies.

Everybody told knock-knock jokes. When you said "knock knock," somebody would naturally ask,

"Who's there?"

"Elsie."

"Elsie who?"

"Elsie you later, alligator."

These witty words of wisdom became so popular that they were even printed on dress fabrics. If you wore one of these dresses, you'd really have your friends in stitches.

## KNOCK-KNOCK JOKE RECIPES **KNOCK KNOCK!** **WHO'S THERE?**

Want to write your own knock-knocks? Here's the trick. Think of a person's name that sounds like another word. For instance, Harry sounds a lot like hurry. Here goes:

Knock knock.  
Who's there?  
Harry.  
Harry who?  
Harry up and let me in.

Try using names like: Annie (for "any")  
Sarah (for "is there a")  
Anita (for "I need a")

Other knock-knock jokes you can try are:

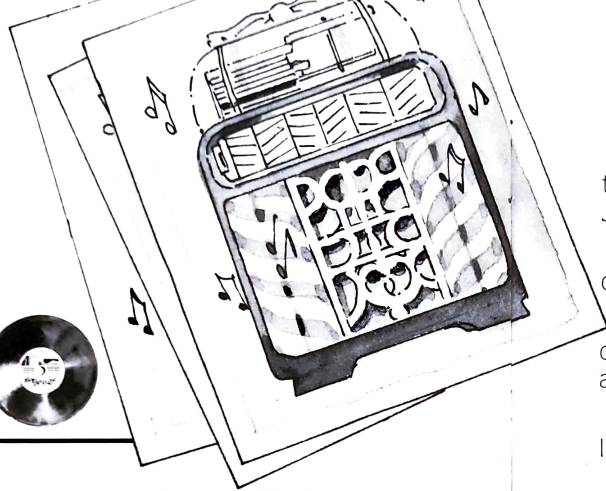
Knock knock.  
Who's there?  
Boo.  
Boo who?  
Aw, don't be a cry baby.

Knock, knock.  
Who's there?  
Little old lady.  
Little old lady who?  
Gee, I didn't know you could yodel.

Knock knock.  
Who's there?  
Dwain.  
Dwain who?  
Dwain the bathtub — I'm dwowning!

Knock knock.  
Who's there?  
Avenue.  
Avenue who?  
Avenue knocked on this door before?

# 1950



In the Fifties "Rock" finally rolled onto the scene. "Rock Around the Clock," the best-selling pop single of all time, blasted out of jukeboxes around the world. A new crooner with wiggling hips and slicked-back hair ruled the radio waves. His name was Elvis. Rock music became so popular it even had its own TV show. American Bandstand first went on the air in 1957.

The Fifties was a decade of prosperity. People had leisure time on their hands and they figured out some kooky ways of spending it.



Twenty-three women stuffed themselves inside a phone booth—all at the same time.

"T.P." covered the country. Kids unrolled miles of toilet paper during the summer nights to give their neighbors a morning surprise.

Hoola hoops didn't go to waste in the Fifties. Spinning a hoop, or two or twelve, around your waist became an international sport. Japan had to pass a law to forbid hoola-hooping.

Bikinis barely made the scene. Some beach communities tried to outlaw them.

Beatniks wore black turtlenecks and shades, played bongo drums, and read poetry by candlelight. They said life was "cool" and they called everyone "daddy-o."

Television turned people on. In 1948 only 2% of American families had one. By 1959, 86% of Americans owned their own TVs.

Teenagers experimented with hairdos. Girls wore beehives, boys tried flat-tops and duck-tails.

People watched the skies for UFOs. But the only aliens they saw were in sci-fi movies.

Smell-O-Vision whiffed briefly through movie theaters.

Kids loved 3-D horror films. Mummies and monsters seemed to jump right off the screen. You can make your own 3-D glasses and see the amazing two-color depth effect right in your own home. Then, with a red and blue pen, you can draw your own 3-D pictures.

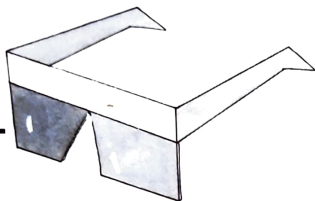
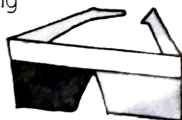
## HOW TO MAKE 3-D GLASSES

What you'll need:

red and blue cellophane (you can  
buy this from an art supply store)  
tape  
cardboard  
red and blue crayons, markers or pencils

How to do it:

1. Cut a cardboard strip 15 inches long and 1 inch wide.
2. Leaving a 1-inch square on each end (for ear notches), cut away  $\frac{1}{2}$  inch from the strip.
3. To make ear frames, fold the strip into thirds.
4. Cut two cellophane windows, one blue and one red, each big enough to cover one eye.

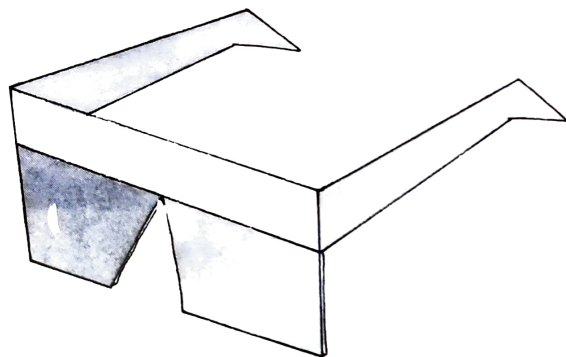


5. Tape the windows onto the frames.
6. Put them on. Have a look around. Red and blue things will look especially nifty.

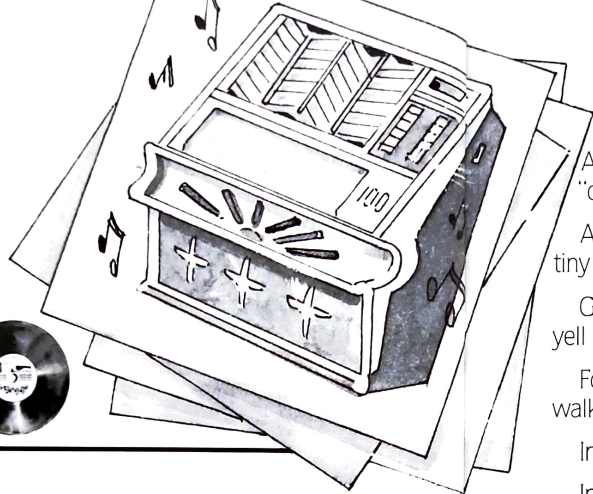
## HOW TO MAKE 3-D DRAWINGS

To draw in 3-D you need two pens, one red and one blue.

Draw a red line, then draw a blue line close to it. Put on the glasses for a real jumpy 3-D effect. Experiment with other drawings of different things.



# 1960



The Sixties was a decade of "Ins." People protested at Sit-Ins. On TV they joked around at Laugh-Ins. John Lennon, a musician with a message, staged a Love-In and asked the world to "Give Peace a Chance."

The entire world was swept by an epidemic: Beatlemania. After the four mop-tops from England warbled, "I want to Hold Your Hand," teenagers spent fifty million dollars on Beatle posters, buttons, fan magazines — even wigs. The Beatles gave us a simple recipe for living: "All You Need Is Love."



The Twist had everyone all wound up. In 1962 a twisting teenager writhed around for 15 hours and 2 minutes. His high school principal finally stopped him. Jackie Kennedy, the nation's First Lady, had a White House Twist party where nobody stopped.

Anything good was "boss," "tough," "groovy," "far out," and "outa sight." Weird behavior was "off the wall."

A college Piano Reduction Study Group crushed a piano into tiny bits and then pushed the pieces through a 2-inch tube.

Gronking became a national sport. People banded together to yell "Grronk!" as loud as they could.

For the first time, kids on skateboards sailed down the sidewalks, and frisbees flew through the air.

In 1969 man walked on the moon.

In the 60's anything could be art: soup cans, comic books, embroidered blue jeans, even people. People painted themselves with washable tattoos. Brightly colored butterflies fluttered on their cheeks, ladybugs rested on their noses and snakes slithered on their arms. You can create a lot of stunning effects with homemade fantasy tattoos and paint-on jewelry.

## THE ART OF BODY PAINTING



What you'll need:

- makeup base
- black eyebrow pencil – for outlines
- lipstick, eyeshadows or greasepaint
- crayons – for bright colors (you can buy greasepaint crayons at theatrical supply stores)
- sequins or glitter – for special effects
- petroleum jelly
- baby oil or cold cream and tissues – for clean-up

NOTE: avoid getting makeup in your eyes

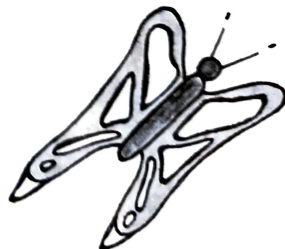
How to do it:

1. First, rub makeup base on the area you want to paint (this will make removing your fantasy tattoo easier).
2. Next, draw on an outline of your fantasy tattoo with black eyebrow pencil. You might try a butterfly, a rose or a ladybug on your cheek, rings on your fingers, or necklaces and bracelets on your wrist.

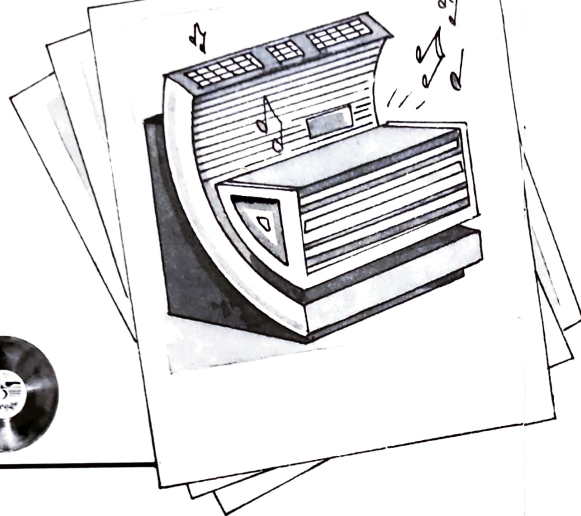
3. Fill in your outline with bright colors. Iridescent eyeshadows – the kind that sparkle – are great for butterfly wings. Red lipstick can make a painted ladybug spring to life.

4. For special effects, dab on a bit of petroleum jelly and use it to "glue" sequins onto painted jewelry. You can turn your cheeks into a galaxy of stars with star-shaped sequins. Or spread a thin layer of petroleum jelly inside the outline of a snake bracelet. Then sprinkle green glitter over your arm and watch your bracelet slither and slide in the sunlight.

5. When you want to remove your home-made tattoo, just rub it off with baby oil or cold cream and tissues. Then use plain soap and water for the final clean-up.



# 1970

In the Seventies physical fitness became a new craze. People jogged, ran and pumped iron. They tried new exercises like Karate, Kung Fu and Tai Chi. Even the style of dancing was athletic. Disco dancing swept across America. Couples would twirl, turn, glide and slide in Discos (dance halls that used recorded music instead of live bands). Thousands of Discos across the country transformed large rooms into gigantic jukeboxes.



Some people jogged differently: they didn't wear clothes. Streakers ran naked through busses, school dances and football rallies. One brave streaker even briefly exposed himself on national TV during the Academy Awards.

Happy faces smiled at everyone. Everywhere. 😊

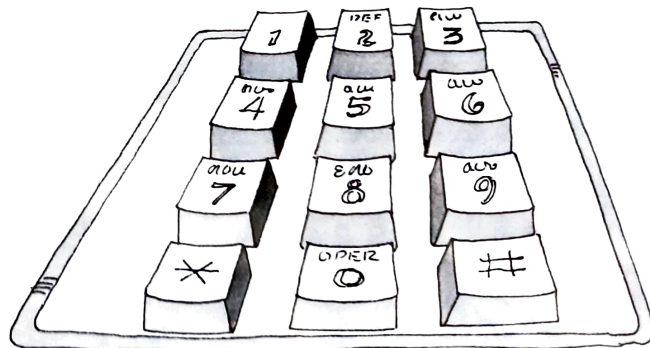
We communicated through messages pasted onto the backs of our cars. We called them bumper stickers.

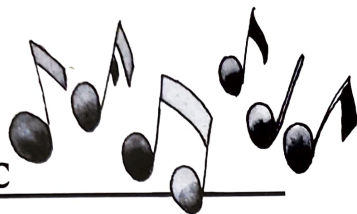
One man hired a pie-thrower to aim a lemon meringue pie at his wife. She hired someone else to throw one back at him. Pranksters aimed pies at politicians or other people they didn't like.

Millions of Americans bought Pet Rocks to give to their loved ones for Christmas.

Computers electrified the country. Video games competed with jukeboxes for people's attention—and their loose change.

The Swinging Seventies proved one thing: rock 'n roll was here to stay. Electronic music was everywhere, in video games, movies and jukeboxes. You can experiment with making your own electronic music—and you don't even need any fancy expensive equipment. All you need is a push-button phone.





## MAKE ELECTRONIC MUSIC

Touch Tone Tunes:

How to do it:

1. Phone someone. They can either just listen to your tunes or they can join in and play along.
2. If you don't have anybody to call, try the Time person—a good listener, as long as you don't mind someone talking while you play.
3. Use the keys on your touchtone to play one of the tunes below. Touchtone music is easy to read. Just follow the numbers. Then make up your own song.



Row, row, row your boat



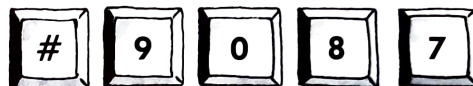
Gent- ly down the stream



Mer- ri- ly mer- ri- ly



mer- ri- ly mer- ri- ly



Life is but a dream.



Ma- ry had a lit- tle lamb



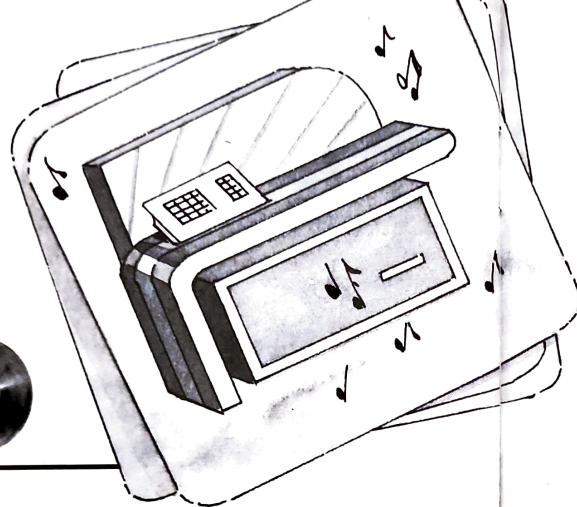
lit- tle lamb, lit- tle lamb.



Ma- ry had a lit- tle lamb



Its fleece was white as snow.



Flagpole sitting, hoola hoops, streaking, Valley Girls. What's next? Whatever it is, there will always be some popular craze to take its place.

Now that you've glimpsed a few of the kooky things people did in the past, take a look at your world today. People are still inventing weird ways of having fun. Some of our present pastimes will seem very bizarre when we look back at them a few years from now. Our lives are full of changes. That's what makes looking back fun and interesting. With a Time Capsule, you can record changes in your world and in yourself. Gather together a few mementos from the 1980s and save them in a Time Capsule you can open on a rainy day a few years from now.



## MAKE YOUR OWN TIME CAPSULE

How to do it:

A big jar with a tight fitting lid makes a good time capsule. The insides are the fun part. Pick out a collection of your stuff that tells about you and what you like. You might add things that are popular among your friends right now.

Some time capsule ingredients:

Write lists of your favorites: movies, foods, singers, comic strips, hobbies. Put them in your capsule.

Add: snapshots of you and your friends  
things you enjoy collecting  
baseball cards  
ticket stubs of places you've been  
postcards  
whatever is in your pockets  
magazine pictures of all the stuff  
you'd like to have  
charms  
patches  
a list of everything you did today  
news headlines  
something with today's date

Anything can go in a time capsule as long as it tells about you. Put the lid on tight and stick a note on the capsule that tells when it can be opened. It could be a year or five years in the future. Put it away in the attic, or a dark corner of the basement or in the back of your closet. You might even bury it (seal it in a plastic bag if you do). Don't peek.

Now you've got some wonderful secrets waiting for the Nifty Nineties.



Other Joyce Hakansson products that are available from Spinnaker include:

### **AEGEAN VOYAGE™**

Navigate your ships through the Aegean Sea to find the treasures hidden on mysterious Greek islands. But beware of the monsters.

**Educational Value:** **AEGEAN VOYAGE** helps children exercise deductive reasoning and learn to plan strategies by analyzing choices. It also improves memory and concentration and introduces many of the characters and places in Greek Mythology. Ages 8-Adult.

### **ALF IN THE COLOR CAVES™**

Help ALF wriggle through the tunnels past the Wufflegumps. Get him safely through the color caves, and he'll dance for you!

**Educational Value:** As children maneuver ALF through the maze, they improve their routing and prediction skills. ALF also helps them understand cause-and-effect relationships. Ages 3-6.

### **BUBBLE BURST™**

It's BUBBLE BURST! Those pesky Zeboingers want to spoil Soapie's bubble-bath fun — and she's counting on you to help her!

**Educational Value:** BUBBLE BURST helps children develop prediction, strategy, and pattern-recognition skills. It also helps them understand cause-and-effect relationships. Ages 4-8.

### **RANCH™**

RANCH! Create and animate Wild West scenes with a slew of critters, characters, and shapes. Git along and have fun!

**Educational Value:** RANCH encourages children to experiment creatively with composition, design and spatial relationships. It also teaches them to select, retrieve, and manipulate information using a simple command menu. Ages 5-10.

These products are available on cartridge for Atari® and Commodore 64™ computers.